

CHARACTER _____ PLAYER _____

RACE & LA _____ SIZE _____ GENDER _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____ SKIN _____

AGE _____ ALIGNMENT _____ DEITY _____ HOMELAND & BACKGROUND OCCUPATION _____

LANGUAGES: _____



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR						
DEX						
CON						
INT						
WIS						
CHA						

ABILITY SCORE & RACIAL NOTES _____

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP			TOTALS							

CONDITIONS & MISCELLANEOUS TRACKING

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ATTACKS & DEFENSE											
ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC		= 10 +									
TOUCH		= 10 +									
FLAT-FOOT		= 10 +									

ARMOR CHECK PENALTY _____
 MAXIMUM DEX _____
 SPELL FAILURE _____

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT						
REF						
WILL						

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER						
RANGED ATTACK MODIFIER						
CMB						
CMD		= 10 +	BAB	DODGE & DEFLECT	STR & DEX	

COMBAT NOTES & MODIFIERS

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES

SKILLS					
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> Acrobatics •			DEX		
<input type="checkbox"/> Appraise			INT		
<input type="checkbox"/> Bluff			CHA		
<input type="checkbox"/> Climb •			STR		
<input type="checkbox"/> Craft:			INT		
<input type="checkbox"/> Diplomacy			CHA		
<input type="checkbox"/> Disable Device •			DEX		
<input type="checkbox"/> Disguise			CHA		
<input type="checkbox"/> Escape Artist •			DEX		
<input type="checkbox"/> Fly •			DEX		
<input type="checkbox"/> Handle Animal			CHA		
<input type="checkbox"/> Heal			WIS		
<input type="checkbox"/> Intimidate			CHA		
<input type="checkbox"/> Kn:			INT		
<input type="checkbox"/> Kn:			INT		
<input type="checkbox"/> Kn:			INT		
<input type="checkbox"/> Kn:			INT		
<input type="checkbox"/> Kn:			INT		
<input type="checkbox"/> Kn:			INT		
<input type="checkbox"/> Linguistics			INT		
<input type="checkbox"/> Perception			WIS		
<input type="checkbox"/> Perform:			CHA		
<input type="checkbox"/> Prof:			WIS		
<input type="checkbox"/> Ride •			DEX		
<input type="checkbox"/> Sense Motive			WIS		
<input type="checkbox"/> Sleight of Hand •			DEX		
<input type="checkbox"/> Spellcraft			INT		
<input type="checkbox"/> Stealth •			DEX		
<input type="checkbox"/> Survival			WIS		
<input type="checkbox"/> Swim •			STR		
<input type="checkbox"/> Use Magic Device			CHA		
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED • ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST _____ / _____

SPEED	BASE	FLY	SWIM	CLIMB	MISC

INIT _____ = _____ DEX MOD + _____ MISC MOD

HERO _____

SR _____ **DR** _____

RESISTANCES _____

POOL POINTS _____

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT

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☞	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
☞	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
☞	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
CURRENT LOAD		LIFT ABOVE HEAD		LIFT OFF GROUND		DRAG & PUSH
		LIGHT <input type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25ft + 5ft / 2 LVL
 MEDIUM: 100ft + 10ft / LVL
 LONG: 400ft + 40ft / LVL

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON
 BLOODLINE/PATRON

DOMAINS

DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN
 DOMAIN
 SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
 FOCUSED
 PROHIBITED
 PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

